

THE EMERGENCY! GAME

Game For 2 to 4 Players

OBJECT:

To be the first player to finish three assignments answering emergency calls.

BOARD:

A layout of a city and its suburbs, streets, downtown — one way — stop signs, buildings, bridges, lakes, parks. As a driver on the emergency team, it would help you to know the "city" so you can take the fastest route to an emergency assignment.

CARDS:

There are "Hospital" cards that indicate you must go to the hospital before your assignment is complete.

There are assignment cards that tell who, what and where your emergency unit must go to.

PREPARATION:

Each player chooses an emergency truck of his favorite color.

Shuffle all cards and place in a pile off the board.

TO START:

1. Spin the spinner. High number goes first.
2. Players start at their color section in the Headquarters area located on opposite corners of the board and move from there by the count of the spinner. (If it falls on "Spin Again", the number spun is used and the player spins again. The emergency truck speeds towards the trouble spot.)

RULES:

1. The first player starts by drawing a card from the pile. This card tells him where he must go and what the "EMERGENCY" is at that point. If he draws a "Hospital" card, he keeps it and continues to draw cards until he gets an "EMERGENCY" card.

(a) When a player draws a "Hospital" card, it means he must take that card to the "Hospital" before he can declare his mission complete.

- (b) If a player draws more than one "Hospital" card, he must hold one to be used as described in (a) and he can give the other to another player if he lands on that player's space. "Extra" "Hospital" cards can be set aside and given to other players in future assignments.

2. A player getting a "Hospital" card from an opponent must go to the Hospital and deposit that card there before his mission is complete.
3. A player already on a mission and holding a "Hospital" card for that mission cannot transfer that card to another player. He can do this if he has an extra "Hospital" card.
4. A mission is considered complete when the player reaches his trouble spot and returns to his color spot at Headquarters, placing his "Emergency" card there and drawing a new card in his next turn. (Exact count is not necessary to arrive there.)

5. If he holds a "Hospital" card and goes to the Hospital and deposits that card there, he may place that assignment card in his color area at Headquarters and consider the mission complete. In this case, he has a "radio message" and can draw a new assignment and proceed directly from the Hospital to the new assignment without returning to Headquarters.

6. A player does not have to arrive at a trouble spot by exact count.

7. He must follow the board instructions, drive on the right side of the road and observe all stop signs. (A stop sign requires a stop regardless of spinner count. It is not a loss of turn.)

8. On single-lane roads, a player cannot pass another, but may back up and then resume his count forward on an alternate route to his trouble area if he cannot clearly move forward on a full count of the spinner.

9. The first player having three (3) "Emergency" cards in his color area at Headquarters wins the game.

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